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Source of Acquisition
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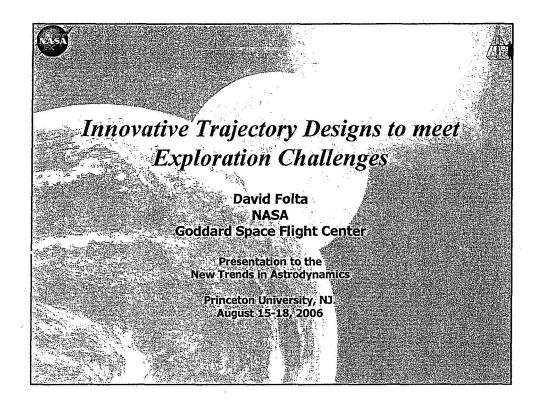
Innovative Trajectory Designs to meet Exploration Challenges

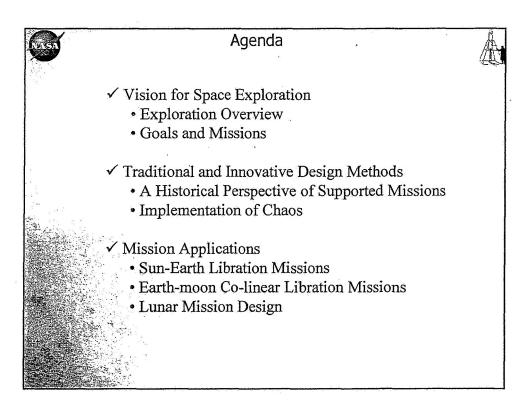
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Abstract

Missions incorporated into NASA's Vision for Space Exploration include many different destinations and regions; are challenging to plan; and need new and innovative trajectory design methods to enable them. By combining proven methods with chaos dynamics, exploration goals that require maximum payload mass or minimum duration can be achieved. The implementation of these innovative methods, such as weak stability boundaries, has altered NASA's approach to meet exploration challenges and is described to show how exploration goals may be met in the next decade.

With knowledge that various perturbations play a significant role, the mission designer must rely on both traditional design strategies as well as these innovative methods. Over the past decades, improvements have been made that would at first glance seem dramatic. This paper provides a brief narrative on how a fundamental shift has occurred and how chaos dynamics improve the design of exploration missions with complex constraints.







Vision for Space Exploration, A "Current" View



Exploration Systems Mission Directorate (ESMD)

"... develop a constellation of new capabilities, supporting technologies, and foundational research that enables sustained and affordable human and robotic exploration."

Themes:

- · Constellation Systems
- Crew Exploration Vehicle (CEV)

 Development and Launch Vehicles
- · Exploration Systems Research and Technology
- Prometheus Nuclear Systems
- · Technology and Human Systems

Also part of the ESMD is the Robotic Lunar Exploration Program (RLEP)

• Lunar Reconnaissance Orbiter (LRO)



Developing the vehicles and infrastructure that will allow us to travel to and explore the solar system.



Developing the technologies today for tomorrow's exploration of the solar system.



Vision for Space Exploration, A "Current" View



Science Mission Directorate (SMD)

Combines former enterprises of the Space Sciences and Earth Sciences

- ✓ Solar System Exploration (SSE) (includes the former Moon and Mars exploration)
- ✓ Earth-Sun System (Sun-Earth-Connections and Earth Sciences)
- ✓ Universe (includes Origins and Structure & Evolution of Universe)



Examples

- · Space interferometry missions,
- James Webb Space Telescope (JWST)
- Micro Arcsecond X-ray Imaging Mission (MAXIM) Concept
- SIRA(?) MMS(?)

Space Operations Mission Directorate (SOMD)

- Shuttle and ISS activities
- ✓ Space communications systems and the supporting infrastructure.
- Ongoing libration orbit missions such as SOHO and WIND missions



An Innovative Design



Definition: This new theory is defined as the use of chaos to design trajectories and orbits that can be used to meet complex mission goals

Benefits:

- o Minimizes fuel cost (related to Delta-V cost)
- o Optimizes trajectory profiles
- o Provides non-standard and new orbit designs
- o Mitigates operational risks

Other 'synonymous' terms

- o Dynamical Systems
- o Invariant Manifolds
- o Capture Orbits
- o Ballistic Orbits



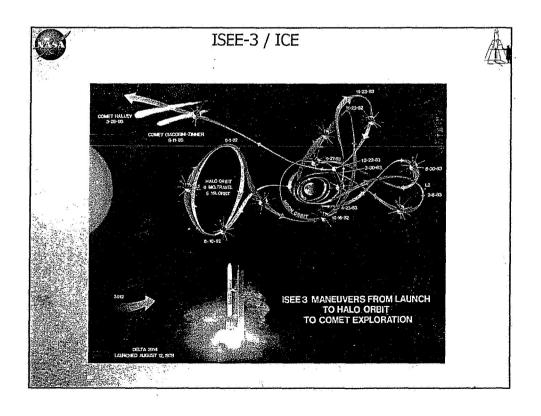
A Sample of Analysis

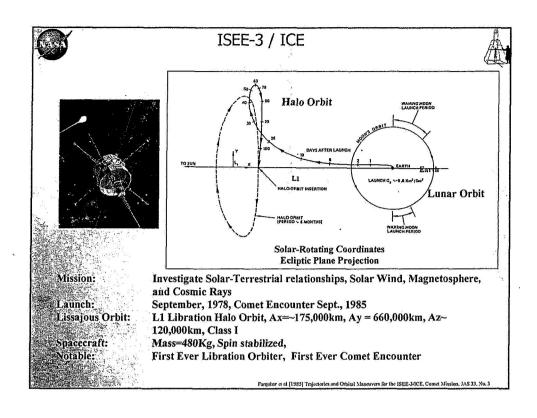


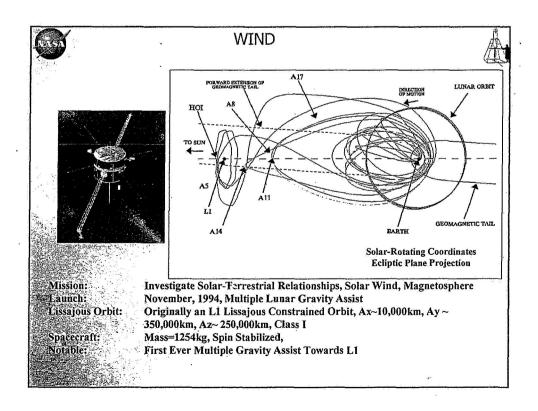
So let us look at a few sample ESMD and SMD missions:

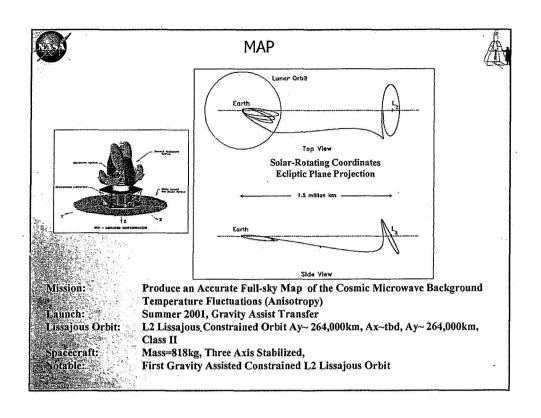
- Sun-Earth libration orbits
- Earth-moon libration orbits
- Lunar mission design
- Use of chaos to aid in their design

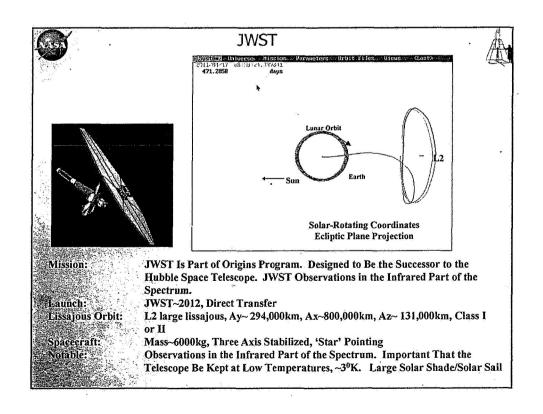
Mission	Location / Type	Amplitudes (Ax, Ay, Az)	Launch Year	Allocation	Transfer Type
ISEE-3	L1Halo/L2/Comet	175000, 660670, 120000	1978	(m/s) 430	Direct
WIND	L1 – Lissajous	10000, 350000, 250000	1994	685	Multiple Lunar Gravity Assist
у гоно	L1 – Lissajous	206448, 666672, 120000	1995	275	Direct
ACE	L1 – Lissajous 1st small amplitude	81775, 264071, 157406	1997	.590	Direct (Constrained)
MAP.	L2-Lissajous 1st L2 Mission	n/a, 264000, 264000	2001	- 127	Single Lunar Gravity Assist
Genesis	L1-Lissajous	250000, 800000, 250000	2001	.540	Direct
Triana	L1-Lissajous Launch Constrained	81000, 264000, 148000	#	620	Direct
JWST	L2-Quasi-Periodic Lissajous	290000, 800000, 131000	#	90	Direct
SPECs	L2-Lissajous Tethered Formation	290000, 800000, 131000	#	Tbd	Direct
MAXIM	L2 - Lissajous Formation	Large Lissajous	#	* * * * * * * * * * * * * * * * * * *	Direct
Constellation-X	L2 – Lissajous Loose Formation	Large Lissjaous		150-250	Single Lunar Gravity Assist
Darwin	L1-Lissajous Large Lissajous	±300000, 800000, 350000	2014	# 12	#
Stellar Imager	L2 – Lissajous ~30 S/C Formation	Large Lissajous	2015	# 1977	Direct

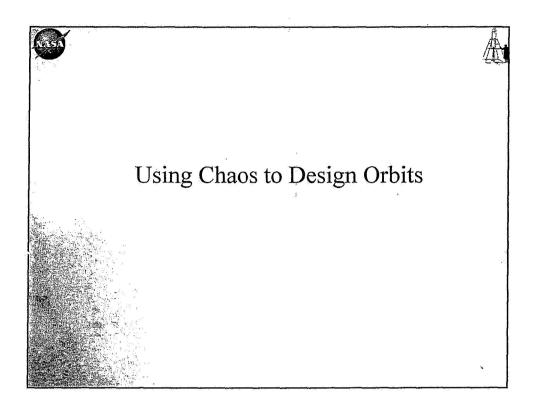


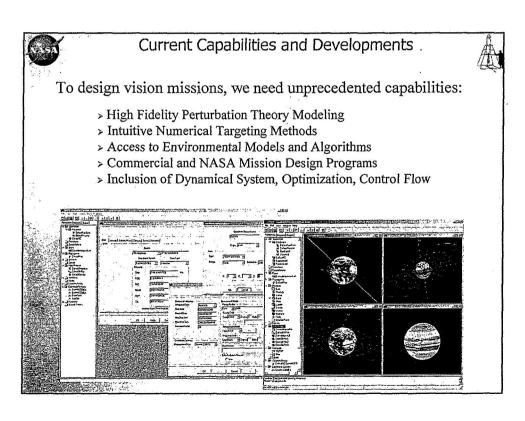














A General Design Process



In Low Fidelity Software

- Use Chaos mathematical expressions for preliminary orbit design, e.g. Circular Restricted Three-Body (CRTB) problem.
- Generate orbit families via differential correction and continuation.
- Analyze the properties of these orbits and to meet mission requirements.
- · Obtain orbit architectures.
- Apply two-step differential correction scheme to selected orbits.
- Add multiple revolutions for baseline mission duration.

In Higher Fidelity Software:

- Differentially correct in full ephemeris model.
- Constrain orbit to desired goals, apply chaos to obtain Δν.
- Acquire Δv and fuel budget for station-keeping by perturbing initial target states in unstable directions and adding Δv errors.
- Analyze mission requirements and constraints (e.g Sun angle limits and Facility access)



Chaos - System Application .



Numerical Systems

- Limited Set of Initial Conditions
- Perturbation Theory
- Single Trajectory
- Intuitive DC Process

Chaos Systems

- Qualitative Assessments
- Global Solutions
- Time Saver / Trust Results
- Robust
- Helps in choosing numerical methods

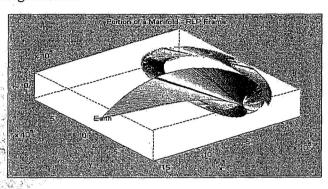
(e.g., Hamiltonian => Symplectic Integration Schemes?)



Chaos and Invariant Manifolds



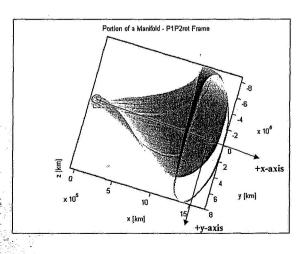
- ✓ Use of invariant manifolds are directly applicable to weak stability boundary and libration trajectory design
- ✓ Together with differential corrections, the use of invariant manifolds provides an efficient method to obtain transfers and control
- ✓ Invariant manifolds results can be used as a initial conditions for NASA mission design software

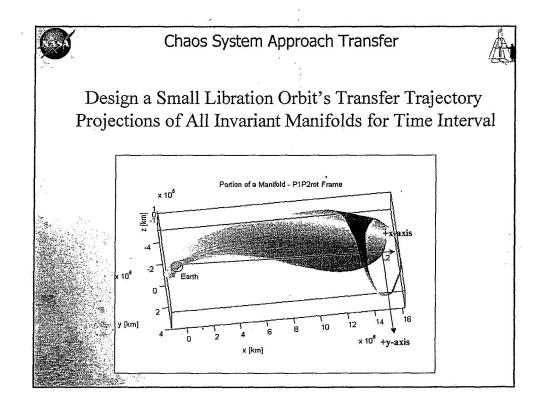


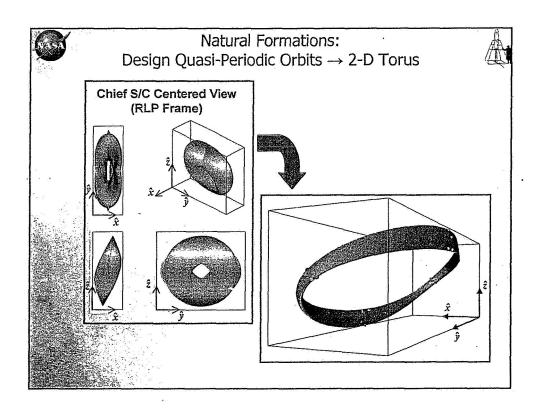
Chaos System Approach Transfer

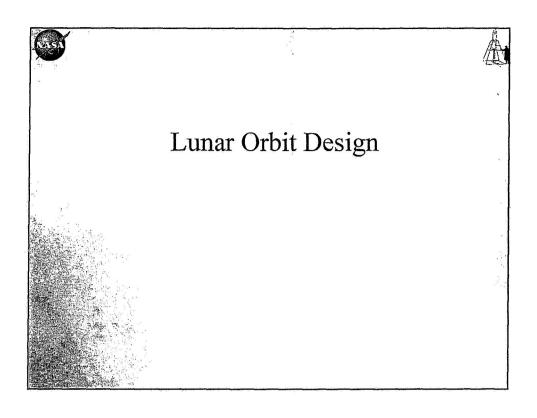


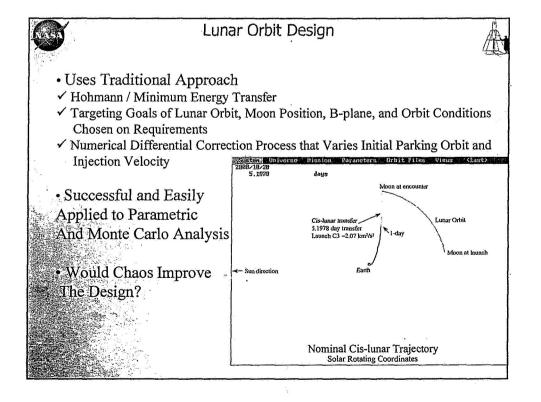
Design a Large Libration Orbit's Transfer Trajectory - Projections of All Invariant Manifolds for Time Interval

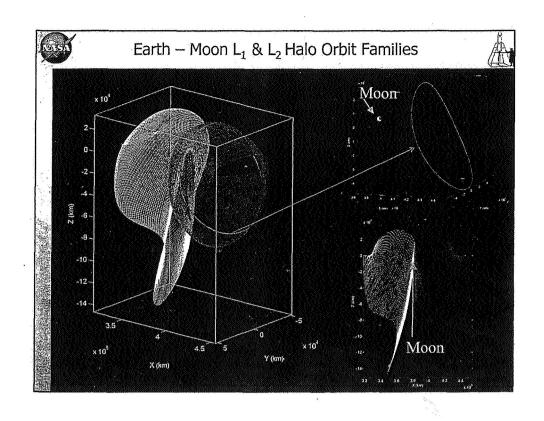


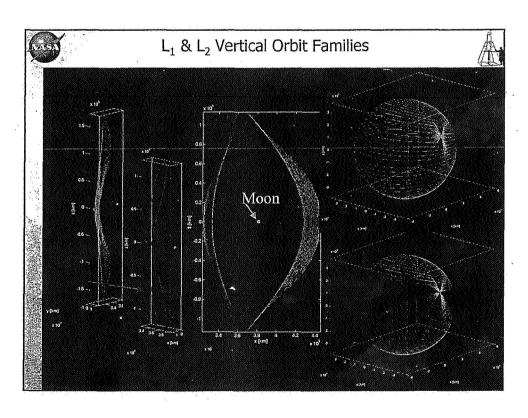


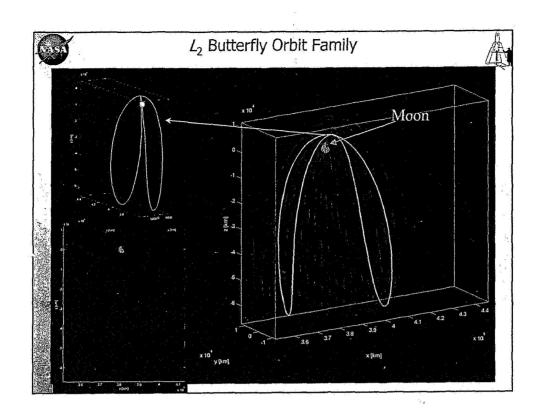


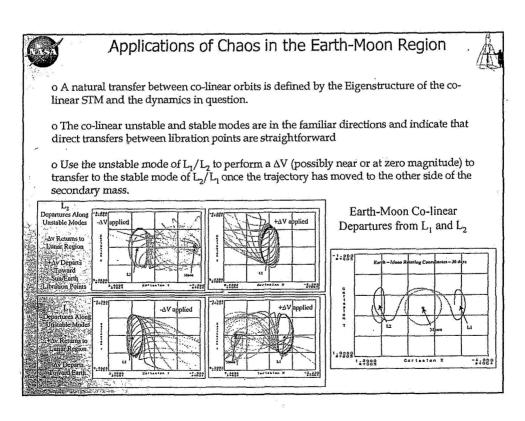


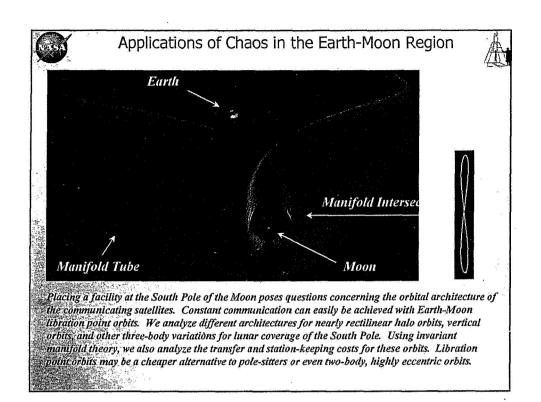


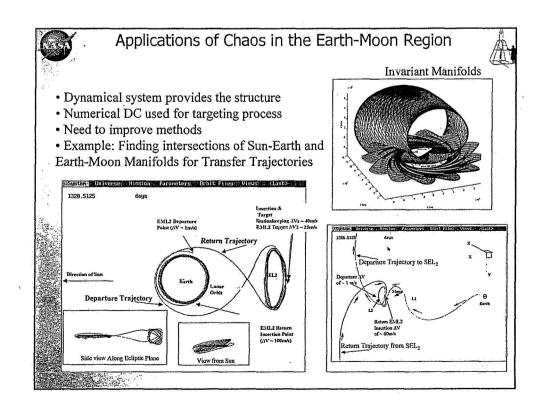


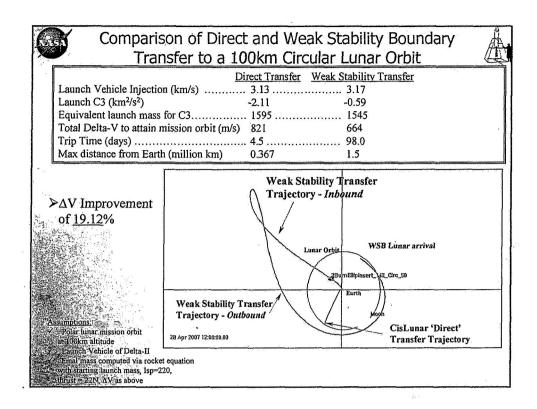


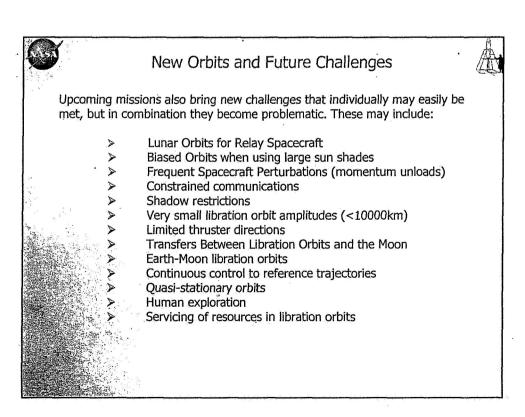


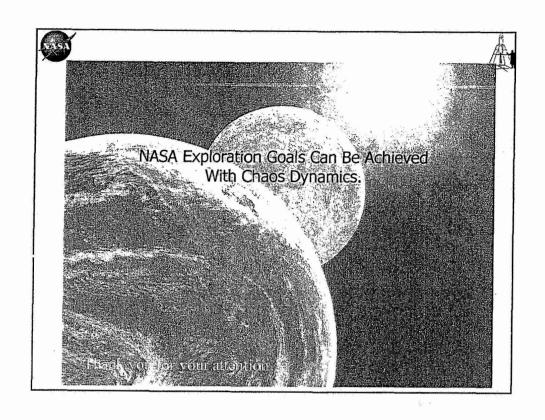


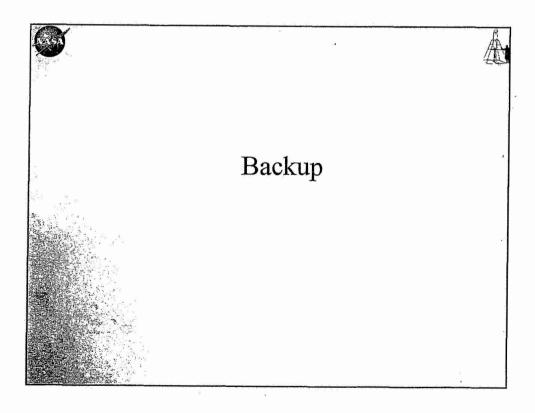














History, Definitions, & Modeling



Mathematical History

- > Defined three body problem in work on lunar motion.
- > Proved existence of co-linear points

> Development of equilibrium points

Poincare

- > Stability of motion and use of potential functions
- > First to recognize the need for a qualitative approach to three body problem which is unsolvable in closed form

> One exact integral of three body system

Definitions & Modeling

- Easiest to model the system as the Circular Restricted Three Body Problem (CRTBP) where $m_1 >> m_2 >> m_3$
 - 5 m₁ primary, m₂ secondary, m₃ body of interest
 - motion of Earth about Sun is circular
 - motion of m3 is in plane of m1 & m2
- CRTBP can be solved exactly
- Unfortunately, unmodeled forces (solar radiation pressure, other
- gravitational bodies Jupiter, etc.) and physical reality (non-circular motion or EM system about sun) cause perturbations



Libration Points



What Are They??

- > Equilibrium or libration points represent singularities in the equations of motion where velocity and acceleration components are zero and the forces are balanced
- > Viewed in the rotating frame: centrifugal (Coriolis-Type) force balances with gravitational forces of the two primaries .
- Libration points are in plane with no Z component. Orbits are mapped to a rotating frame where there are no time dependent forces
 - Our system of interest involves the Sun (m_1) , the Earth-Moon system (m_2) and the spacecraft ma
 - Li and L2 distance of 1.5 million km
 - L₄ and L₅ distance of 150. million km

Where Are They?

- > Collinear Points: L₁, L₂, L₃ (unstable)
- > Triangular Points: L4, L5 (stable)

